

Atsuya Takagi

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Objective:

Software engineer position that involves designing of software.

Experience:

03/2006 - Present, Software Engineer, California State University Northridge ITR

Responsible for specification, design and implementation of software, mainly the web-based applications, for student and staff/faculty.

- Redesigned and improved existing software download page for student and staff/faculty to make it possible to maintain the page without modifying the actual code by removing all hard-coded configurations and using configuration file instead. This resulted in reducing time needed for maintenance, from 4 hours to 30 minutes per change, since a change in code requires a lot of time whereas change in configuration file does not.
- Developed a module in Perl that authenticates student and staff/faculty using LDAP server, where the university manages all information about student and staff/faculty. The module resulted in a part of the software download page to provide a capability to authenticate users through web interface.
- Responsible for managing CVS (Concurrent Versions System) repository, a version control tool, for the software download page project.
- Developing J2EE application, using Servlet/Portlet and JSP technologies, which will replace the current web page for the university. The application is designed to provide a capability to add a new content to the web page dynamically, whereas the current one requires all contents to be added statically, and possibly a change in code. The new application will result in reducing maintenance time, from 6 hours to 1 hour per change, since all contents will become possible to be created dynamically from the web.

05/2005 – 08/2005, QA, Take-Two Interactive Software, Inc

Responsible for testing video games and reporting bugs to developers. Responsible for validating games for each standard specified by each game console company, such as Sony, Microsoft and

Nintendo.

- Involved in a process of testing phase for several published game titles.
- Improved quality of games by finding critical bugs and reporting them to developers before the release of the games, resulting in preventing the games from failing tests that console companies would perform to make sure all games to be published are reliable enough.
- Improved game play for published game titles by providing suggestions, such as redesigning of UI looks and layout, to developers. The suggestions resulted in adopted in the games as better solution.

Education:

Bachelor of Science, Computer Science, California State University, Northridge, 2006

Skills:

- Proficient with Java, C, C++, C#, PHP, Perl, JavaScript, HTML, XML, Smalltalk.
- Developed BREW application using C and C++ for small device with limited resources, such as cell phone and PDA.
- Detailed knowledge in J2EE Servlet/Portlet and JSP technologies.
- Detailed knowledge in system level programming on Unix/Linux operating system, including a use of forking, shared memory, semaphore and signals.
- Detailed knowledge in system administration skills for software, mainly on Unix/Linux operating system, including Apache Web Server, Tomcat, postfix, Courier-IMAP and MySQL.
- Deployed mail server (POP3/IMAP) using MySQL database for managing mail users, instead of managing them with Unix user accounts.
- Detailed knowledge in Object-Oriented paradigm such as polymorphism, information hiding, data encapsulation and abstract data type.
- Detailed knowledge in software design and architecture using UML.
- Detailed knowledge in computer graphics technologies, including OpenGL.
- Proficient with IDE (Integrated Development Environment) including Eclipse 3.x, NetBeans 4.x/5.x, Visual Studio 2005/2003/6.0.
- Proficient with build tools including Make, Ant and NAnt.
- Excellent communication skills.
- Fully fluent in Japanese.

References:

Diane Conner

Cassini Science and Uplink System Engineer
Jet Propulsion Laboratory
4800 Oak Grove Drive
Pasadena, CA 91109
(818)354-8586

Luc De Schepper

Quality Assurance Manager
Hudson Entertainment
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